WHAT IS CLAIMED IS:

1. A control method of a video game for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which said game character issues a voice message, comprising the steps of:

providing a plurality of voice messages of the game character calling to the player character in accordance with a progress of the game; and

selectively outputting one of the plurality of voice messages in accordance with the progress of the game, when said game character calls to said player character.

2. The control method of a video game according to claim 1, wherein at least one of a plurality of voice messages of the game character calling to the player character is a voice message consisting of a character string input and set by the player at will.

3. The control method of a video game according to claim 1, wherein in the case where a plurality of game characters exist, a plurality of voice messages of the game character calling to the player character may be different for each game character.

4. The control method of a video game according to claim 1, wherein the progress of game is a parameter indicating the relation between the player character and the game character, a game scene, a conversation context, or a state of game character.

5. A control method of a video game for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which

the game character issues a voice message, comprising the steps of:

inputting and setting a character string indicating a way of calling the player character in accordance with the operation of the player;

creating and registering a plurality of voice messages for the game character calling to the player character in accordance with a progress of the game, on the basis of the set character string indicating the way of calling the player character or a preset calling word; and

reading and outputting selectively one of the plurality of voice messages registered in accordance with the progress of the game when the game character calls to the player character.

6. The control method of a video game according to claim 5, wherein in the case where a plurality of game characters exist, a plurality of voice messages of the game character calling to the player character may be different for each game character.

7. The control method of a video game according to claim 5, wherein the progress of game is a parameter indicating the relation between the player character and the game character, a game scene, a conversation context, or a state of game character.

8. The control method of a video game according to claim 5, wherein in creating and registering a voice message, a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will.

9. The control method of a video game according to claim 5, wherein in creating and registering a voice message, at least one of the voice messages created actually is reproduced to enable

the player to listen to it.

10. A control method of a video game for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, wherein least one of the intonation, volume, and total average pitch of the voice message of the game character calling to the player character is varied for output in accordance with a progress of the game.

11. The control method of a video game according to claim 10, wherein the voice message of the game character calling to the player character is created on the basis of a character string input and set by the player at will.

12. The control method of a video game according to claim 10, wherein the progress of game is a parameter indicating the relation between the player character and the game character, a game scene, a conversation context, or a state of game character.

13. A control method of a video game for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, comprising the steps of:

inputting and setting a character string representing a way of calling the player character in accordance with an operation of the player;

creating and registering at least one voice message of the game character calling to the player character, on the basis of the set character string representing the way of calling the player character or a preset calling word; and

reading a registered voice message and outputting at least one of the intonation, volume and total average pitch of the voice message variably in accordance with the progress of the game, when the game character calls to the player character.

14. The control method of a video game according to claim 13, wherein the progress of game is a parameter indicating the relation between the player character and the game character, a game scene, a conversation context, or a state of game character.

15. The control method of a video game according to claim 13, wherein in creating and registering a voice message, a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will.

16. The control method of a video game according to claim 13, wherein in creating and registering a voice message, at least one of the voice messages created actually is reproduced to enable the player to listen to it.

17. A video game apparatus for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, comprising:

means for inputting and setting a character string representing a way of calling the player character in accordance with an operation of the player;

means for creating a plurality of voice messages of the game character calling to the player character in accordance with a progress of the game, on the basis of the set character string representing the way of calling the player character or a preset calling word;

means for registering the plurality of voice messages created corresponding to the progress of the game; and

means for reading selectively one of the plurality of voice messages registered in said means for registering in accordance with the progress of the game, when the game character calls to the player character.

18. The video game apparatus according to claim 17, further comprising means for storing the mode in creating a plurality of voice messages in accordance with the progress of the game for each of the plurality of game characters.

19. The video game apparatus according to claim 17, further comprising means for varying at least one of the intonation, volume and total average pitch for the read voice message in accordance with the progress of the game.

20. The video game apparatus according to claim 17, wherein said voice message creating means has a feature in which a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will.

21. A video game apparatus for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, comprising:

means for inputting and setting a character string representing a way of calling the player character in accordance with an operation of the player;

means for creating at least one voice message of the game character calling to the player character, on the basis of the set character string representing the way of calling the player

character or a preset calling word;

means for registering said voice message created; and

means for varying at least one of the intonation, volume and total average pitch of the voice message registered in said means for registering in accordance with the progress of the game, when the game character calls to the player character.

22. The video game apparatus according to claim 21, wherein said voice message creating means has a feature in which a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will.

23. A computer readable medium having a video game program recorded thereon for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, wherein said video game program, when read by a computer, enables said computer to perform the steps of:

inputting and setting a character string representing a way of calling the player character in accordance with an operation of the player;

creating and registering a plurality of voice messages of the game character calling to the player character in accordance with a progress of the game, on the basis of the set character string representing the way of calling the player character or a preset calling word; and

reading and outputting selectively one of the plurality of voice messages registered in accordance with the progress of the game, when the game character calls to the player character.

24. The computer readable medium having the video game program recorded thereon according to claim 23, wherein in

creating and registering the voice message, a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will.

25. A computer readable medium having a video game program recorded thereon for proceeding with a game in such a way that a player character and a game character communicate in accordance with an operation of a player, in which the game character issues a voice message, wherein said video game program, when read by a computer, enables said computer to perform the steps of:

inputting and setting a character string representing a way of calling the player character in accordance with an operation of the player;

creating and registering at least one voice message of the game character calling to the player character, on the basis of the set character string representing the way of calling the player character or a preset calling word; and

reading a registered voice message and outputting at least one of the intonation, volume and total average pitch of the voice message variably in accordance with the progress of the game, when the game character calls to the player character.

26. The computer readable medium having the video game program recorded thereon according to claim 25, wherein in creating and registering the voice message, a plurality of accent types of the voice message are displayed on a screen to enable the player to select them at will.